WMF2BMP 2.0— The WMF/BMP Converter

INTRODUCTION

The most universal clip art format for *Windows* is the BMP format. *WMF2BMP* does just one job...it converts WMF files to BMP files, one at a time, or in batches, with full scaling capabilities. WMF files are vector-based files, made up of mathematical descriptions of all elements of the image. While this is a very useful format, not all programs can accept WMF files. All *Windows* programs, however, accept BMP files. Since many *Windows* programs come with WMF clip art libraries, the ability to convert those images to the standard BMP format is very handy. Since you can control the size of the output image without losing any resolution, you can custom-fit your images to your particular needs while preserving a high-quality image.

System Requirements

WMF2BMP requires *Windows* 3.1 and a computer capable of running *Windows*. *WMF2BMP* was written in *Microsoft Visual Basic 2.0*. For that reason, it requires that a copy of VBRUN200.DLL be in your main *Windows* directory. If you did not obtain this file with the program, you may obtain it as VBRUN200.ZIP on the *OsoSoft* BBS, at the number listed below, or from CompuServe, in the MSBASIC forum as VBRUN2.ZIP.

License Information

Although *WMF2BMP* is a free program, it is Copyright, 1992, 1993, by *OsoSoft* and George Campbell. You may use it as you wish, but may not alter it in any way. If you distribute this program on a BBS or in a catalog, you must include WMF2BMP.EXE and WMF2BMP.WRI without changes. You must also either include VBRUN200.DLL or make that library file freely available to your clients or users. You may not distribute this program in conjunction with any commercial program or in any retail setting without express written permission from *OsoSoft*.

Installation

To install *WMF2BMP*, copy the files, WMF2BMP.EXE and WMF2BMP.WRI into your *Windows* directory, or into another directory of your choice. You must also copy the *Visual Basic* runtime library file, VBRUN200.DLL into your main *Windows* directory. You need only one copy of this file to run all Visual Basic 2.0 programs, which is the reason that file may not be included in a compressed version of *WMF2BMP*.

After copying the files, start the *Windows* Program Manager. Click inside the program group where you want the *WMF2BMP* icon, then select <<File/New>> in the Program Manager. Select [OK]. In the dialog box, type WMF2BMP in the Description field, press <Tab>, then type the complete path and filename for WMF2BMP.EXE in the Command Line field. Press <Tab>, and enter the path to WMF2BMP.EXE in the Working Directory field. Select [OK] and the *WMF2BMP* icon will appear. If it is not visible, scroll the program group window until you find it, then drag the icon to a new location.

Running WMF2BMP

To start *WMF2BMP*, double click its icon. You'll see the *WMF2BMP* main window after a short delay. Using the program is simplicity itself:

Start by selecting the source file or files you want to convert in the file list. You can select a single file by clicking on it. To select several adjacent files, click and drag over them. To select non-

adjacent multiple files, hold down <Ctrl> as you click on each file. The last file selected will appear in the window. Notice that the current size of the image displays above the scroll bar.

Size measurements are in pixels. For your reference, on most laser printers, 300 pixels equals 1 inch. Since BMP files do not scale as well as WMF files, you should size your image to suit your application. Maximum image width is 1024 pixels in either direction. To resize the image, use the scroll bar to set the desired width of the image. The height will adjust automatically in proportion to the original image.

Note: If you've selected multiple files, when you convert, all files will have the same width, but will vary in height according to the image proportions.

Note: The *WMF2BMP* window may not display the entire image on the screen if you scale to a very large image size. Disregard this, as the complete image will be saved properly. To see more of your enlarged image, maximize the *WMF2BMP* window.

When you're ready to convert the file or files, just click the [Convert] button. *WMF2BMP* will change the files to BMP image files, saving them in the same directory as the original files. The filename will be the same as well, but each file will now have the BMP extension. The original WMF file remains unaltered.

Note: *WMF2BMP* automatically overwrites existing output BMP files with the same name. There is no prompting before the overwrite, so make sure you want to do this before clicking the [Convert] button.

Creating New File Names

If you want to save the files under different filenames or a different directory, select the *Options* menu, then click the *Confirm File Names* command to add a checkmark to that command. Then, you'll be prompted for a new filename before each file is saved.

HINT: It's much faster to just let *WMF2BMP* do the conversion with its default filename option, then copy the resulting files elsewhere after the conversion.

To quit the program, click the [Exit] button or select the *File/Exit* menu command.

About

This menu offers information about *WMF2BMP* and has a command which will tell you about other *OsoSoft* products. If you enjoy this program, you'll want to try some of the other *OsoSoft* programs listed. To order, you can simply fill out the on-screen order blank and print it out.

About OsoSoft

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If you like *WMF2BMP* and find it useful, you're sure to want to try other *OsoSoft* products. Please download or order other programs.

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